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Thank you for buying **River City Ransom** from American Technos, Inc. To get the most out of your new game, please read this manual carefully, and save it for future reference.

PRECAUTIONS

- 1) Be sure to turn off the power before inserting or removing the Game Pak.
- 2) Avoid touching the connectors and do not get them wet.
- 3) Do not store or use the Game Pak in places of extreme temperature.
- 4) Do not clean the Game Pak with thinner, benzene, alcohol, or any other solvent.
- 5) Never hit or drop the Game Pak, and do not take it apart.

PANIC IN RIVER CITY!

"To the Citizens of River City: I hold your high school captive! With my gangs of students and vicious bosses roaming the streets, nobody can stop me now. Meet my demands – or else!"

Slick, the meanest, most powerful gang lord in River City, has issued this ultimatum – and the entire town is powerless in a grip of fear!

Fortunately, Alex and Ryan weren't in school the day Slick took it over. But now, their fellow students are prisoners – including Ryan's girlfriend! It's up to our two young heroes to battle their way past several dangerous city gangs, then defeat the gang lord to free the students of River City High and restore peace to the panic-stricken populace!

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HOW

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To throw a we
When holding
weapon, press

Human Totem
you can pick on
enemy's weapons

Screen Set

At the top of the
money you have

CHECKING YOUR STATUS

These items appear on the Status Screen.

Punch: This shows how much punching power you have. The bigger the number, the stronger your punch will be.

Kick: This shows how much kicking power you have.

Throwing: This shows how much power you have to throw a weapon or an enemy.

Agility: This shows how quick you are. The bigger the number, the faster you can maneuver and fight. This is very important.

Defense: This shows how much power you have to defend yourself against enemy attacks.

Strength: This shows how much power you have to withstand enemy attacks.

Will Power: This shows how much will power you have. The bigger the number, the longer you can fight – even with low maximum power.

Stamina: This shows how much stamina you have left. Make sure you don't run out or you'll die.

Max Power: This shows how much of your maximum power is left. If this number remains high, you will gain Stamina more easily, and be able to fight longer.

THE GANGS

Generic Dudes: These no-names have much will power but are very short-tempered and violent. They like to use weapons when they fight, but they are not very strong. They have a score to settle with Ryan.

Frat Guys: These poor rich boys have weak characters, and will run away as soon as they think they are in danger. When they grab a weapon, however, they change and get violent. They love to throw weapons.

Jocks: They use running techniques and jump tricks. When they have weapons they never throw them. These bench warmers carry strong grudges against Alex.

Home Boys: These couch potatoes are slow, but fight their enemy with all the strength they have. Lots of punch power.

Mob: These tough guys are strong, but not good at defense. They also like to use tires as weapons.

Squids: This bunch of eggheads specialize in kicks and sprinting jumps. When they have weapons they usually throw them.

Internationals: This group of exchange students prefer to fight with their bare hands and have tremendous punching power.

Cowboys: They have very little kick power and don't like to attack without weapons. But when these good ol' boys have weapons, look out.

The Plague: These misfits are very powerful and love to attack using lead pipes. Be careful and good luck!

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